9th Annual MLTI Student Conference

May 24, 2012 - 10:45 - 11:45 - Block 2 Sessions (Locations & Descriptions)

Ready... Set... PLAY!
Location: Hutchins Concert Hall

Steve Garton (Coordinator of Educational Technology - Maine Dept. of Education) & Friends

This year's Block 3 session is all about performance, and peak performance calls for practice. If you play saxophone in your school's jazz ensemble, first base on the softball team, or striker on the soccer team you already know this. In this session participants will have the chance to get "warmed up" for the big performance that will be taking place during this year's Block 3. So - whether you love GarageBand, have a keyboard all set up, or whether you are not a musician and just want to have a better idea of what's going to happen in Block 3, come to this session and get ready... get set... PLAY!

Seeing the BIG Picture by Working Together
Location: Barrows 130 & 132

Bruce Segee (Super Computing, Electrical and Computer Engineering Department at UMaine)

Parallel processing uses lots of computers working together to perform calculations on huge data sets. In-classroom visualization does the same thing with your laptops. Learn how to make a big display that isn't just big (like a projector), but has all the resolution of all of the laptop screens COMBINED. This session allows you to interact with supercomputer models, ask "what if?" questions, and see the results in much higher than HD resolution. Best of all, it is something that can be done in any classroom.

Creativity from Every Corner: What Matters To Hiring Managers
Location: Barrows 165 - Hill Auditorium

Scott Barber (Senior Business Manager - Apple Inc.)

When you imagine the creative process at Apple, at first you may not picture someone in accounting. Or human resources. But Apple expects creative thinking and solutions from everyone, no matter what their responsibilities are. Innovation takes many forms, and their people seem to find new ones every day. In this session you'll have a chance to hear from a Senior Manager at Apple to find out what they look for in an employee and how you can use your own unique talents to stand out from the pack.

Talking Pictures and Shared Canvases (No Harry Potter Skills Needed)
Location: Jenness 100

Sarah Irish & Abby Wood (Grade 8 Teachers - T.W. Kelly Dirigo Middle School)

Want to make pictures talk, or share a common piece of blank canvas across the Internet? Come see the interesting things you can create and modify through Web 2.0 tools. During this session you will learn how to use two Web 2.0 tools: Blabberize and Co-Sketch. Blabberize allows you to create exciting presentations with pictures that actually talk. Co-Sketch will allow you to collaborate on a blank canvas across the Internet. Both of these exciting tools are free, and you only need your MLTI MacBook and the Internet. (Please bring your own headphones.)

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Digital Footprints - The Trails We Leave Behind...
Location: D.P. Corbett 107

John DeTroye (Consulting Engineer - Apple Inc.)

Digital Citizenship is a big topic - Wouldn't it be great if everyone was a "good citizens" when they were online. Maybe it would be easier to "do good things online" if we knew just how clear the footprints we leave behind are? In this session you will hear from a Senior Apple Engineer about how much a server knows about who visits, where they came from, what they did, and where they went. Think you're anonymous online? Not.

Animation with Keynote and Acorn
Location: Little 140

Ann Marie Quirion Hutton (MLTI Integration Mentor)

Have you ever wanted to make an animation? In this session discover Acorn and use Keynote creatively. Together we will use these two applications to build our own animations. This is a hands on session, so bring your MLTI MacBook, roll up your sleeves and get ready to create your masterpiece.

GarageBand for the Musician: Tips & Tricks for Musicians Recording an Entire Band!
Location: Bennet 137

David McKee (Project Engineer, Apple Inc.) and Timothy McNulty (Engineering Manager for Strategic Projects, Apple Inc.)

In this fast-paced hour, these two well-traveled musicians (and members of active bands) will dive into THE art of recording a full band in GarageBand. You'll learn expert tips for multitrack recording live instruments - drums, guitar, bass, keyboards, as well as vocals! You'll also see a demonstration of some additional (and inexpensive) gear to fully outfit your home "studio". As an added bonus, Tim and Dave will show you how to use GarageBand as a great live-performance rig, that extra band member you've been looking for!

Searching the Web - It Is Far From Trivial! (v7.0)
Location: D.P. Corbett 100

(Barbara Greenstone - MLTI Integration Mentor & Friends)

Back for yet another year and even more cleverly updated for 2012... In an ongoing game of "Not so trivial pursuit," participants will be competing for prizes for themselves, and for their school! Dust off those Boolean Logic skills, and come ready to search!

Kids & iOS App Development - Yes, You Can!
Location: D.P. Corbett 105

Steve Hayman (National Consulting Engineer with Apple's Education Team)

iPhones, iPod touches, and the iPad - great devices, but it is the apps that make them spring to life. You already know that. And it is the app developers who make that magic happen. In this session you'll learn how apps are made from someone who makes them. This session is just the ticket, showing you that you can get started now if making apps is something you would like to be a part of. Mobile computing is growing in a big way, so this could be your future. Join Steve to see app development from a pro, take a tour of some of the great things being done by kids today, and begin to see yourself as an app developer. Yes, you can! Join in.

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Hunting for Planets on Your MLTI MacBook
Location: Barrows 119

Eric Williams (Project Engineer - Apple Inc.)

Would you like to participate in world class astronomical research right from you MLTI MacBook? In this session Apple engineer, and former professional planet hunter, Eric Williams will introduce you to the modern techniques for finding extrasolar planets. We'll then sign up and start analyzing data during the session so you can leave and continue to be an active participant. Using real data from the Kepler space telescope you can become a part of the hunt for these elusive objects, now numbered above 700 and climbing.

iMovie & Final Cut - Making Movies That Are a "Cut Above the Rest!" (v3.0)
Location: Jenness 116 - Soderberg Lecture Hall

Jonathan Carr (Project Engineer - Apple Inc.)

iMovie has unleashed some serious creativity across the MLTI. Are you one of the many folks who have been using iMovie inside and outside of class? If that **is** you, then this is the session **for** you! Not only will you be able to get some great tips and tricks for using iMovie more effectively, you'll also be introduced to the Final Cut suite. Apple's Final Cut is the choice of pros in the movie making world, so if you're getting serious about making movies, you'll want to know what the serious movie makers are using...

Time to Team Up With Students: Student technology teams needed!
Location: Boardman 210

Ed Brazee (Brazee Digital Learning Services)

NOT JUST FOR ADULTS...FOR STUDENTS TOO: Every school in Maine has students who are skilled, prepared, and waiting to be asked to teach their peers and teachers to use technology and digital media to promote learning. This session will focus on the process of building a sustainable student technology team that meets the goals and needs of your school. Topics will include - benefits of student tech teams, finding your school's focus, deciding on the specifics of what students will do (work with peers, work with teachers, work with community, provide in-class help, "just-in-time" assistance), professional development, recruiting and training students, adult mentors needed, and much more. Appropriate for all who would like to be a part of an energetic, knowledgeable, and helpful group making amazing contributions to their school.

Turning Sound into Music with GarageBand
Location: Murray 102

Steven Bizub (Lecturer in Music Education USM School of Music)

Come follow in the footsteps of bands such as the Beatles, Pink Floyd, and Radiohead by learning how to transform ordinary sounds into music with GarageBand. Sharpen your audio editing skills as you learn to chop up your sounds and re-arrange the bits to create compelling beats. Expand your understanding of audio effects by learning to transform your sounds into rich ambient textures. Along the way, we will listen to musicians who—through their music—prod us to rethink why musical sound sounds musical.

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Meet the iPad
Location: Bennett 140

Tara Maker (Account Executive, Apple Inc) & Duane Shimmel (Campus Rep - UMaine, Apple Inc.)

In this session we will explore this extraordinary device and share how you can use what you are learning now through use of your MLTI MacBook to move in and get comfortable in this new space. As part of this experience we will introduce you to the latest cool apps and help you discover where this exciting new tool fits in your digital world. The iPad introduces a whole new world of apps with more coming every day. From games to education to productivity, there are thousands of new apps made just for iPad. They're unlike anything you have seen or touched before. We'll even discuss how to use an iPad to improve learning!

Making Stories Into Games
Location: Neville 101

Ruben Puentedura (Founder and President, Hippasus.com)

Have you seen the movie for "The Hunger Games", and said to yourself "Not bad, but I could do a better job of telling Katniss' story"? Thought that there were more worlds to be explored with Harry, Hermione, and Ron? Or just wanted to create a universe of your own, with characters to be inhabited by players solving its puzzles and discovering its secrets? Then come to this session, where we will see how to use Playfic (http://playfic.com/), an online tool for creating and sharing story-based games. We will also look at ways of outlining your tale that make the game creation process easier, how to create tricky and interesting puzzles, and how to use the feedback you get from players to improve and enrich your story.

Oh, The Places You Will Go! Underwater Video, iMovie, & Global Travel (v3.0)
Location: Little 120

Patti Irish (Patti Irish Media)

She's Back! Video Producer and Underwater Videographer Patti Irish will share secrets of making a great video and work with participants to make their own underwater video using iMovie. With the help of rare and fabulous video clips along with still images from Indonesian and Solomon Island coral reefs, participants will learn techniques of taking quality video, telling a story and video editing. Participants in this session will learn some great tips and tricks in iMovie, as well as getting to know an underwater video professional who used to teach Middle School Science!

Under the Hood: The Terminal Application and Game Design Using Python
Location: Neville 100

George Markowsky (School of Computing & Information Science, UMaine)

Are you interested in unleashing the full power of your computer? Then you need to know about the Terminal Application and some of the goodies that it provides access to. One of these goodies is the programming language Python which is a commercial grade programming language used widely in applications. It is also named after Monty Python's Flying Circus. We will show how to use Python to create a simple game using incremental development. The knowledge you will gain from this session can help you get the most from your computer.

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Everything is a Remix - Remixing Music with GarageBand
Location: Little 130

Tim Hart (MLTI Integration Mentor)

A remix is simply taking two different elements and joining them in a creative way to make something new. Popular music has a long history of remixing and now you can do it too. All are invited to learn the art of remix using GarageBand. Learn how to create samples and cut up existing music that will put you on the path to creating the next big hit.

Sounds of Persuasion: The Music of Campaign Advertising
Location: Murray 106

Alan Kaschub (Instructor of Music at the USM School of Music)

As the election season gears up, Americans will soon be bombarded with an unprecedented number of campaign advertisements on TV, radio and the internet. In this hands on session, students will learn to better understand how music is used in these ads to create feelings of either hope or fear. By composing their own music for a mock campaign ad, students will learn to listen beyond the words and images of an ad to hear the tapestry of feeling that the music provides.

Why on Earth, or Off, Should Anyone Use Robotics in the Classroom?
Location: Jenness Hall - Soderberg Lobby

Tom Bickford (Director of Maine Robotics)

Robotics have been on the cutting edge of science for the past few decades. Imagine exploring space as well as the deep reaches of the oceans. Imagine working with equipment to turn an idea into a project and finally into reality. Imagine asking the question, "What can it do?" only to find out it can do what we want it to do. Now imagine that you can do all that! In this session you'll not only learn about the ideas of robotics, you'll get your hands on them as well! Ready, set, PROGRAM!

"You've Gotta' Hear This!" - Sound Effects and How the Pros Create Them
Location: Bennett 141

NESCom (Staff and Students from the New England School of Communications)

Ever wonder how they make those amazing sound effects in movies? From gory sounds of terror to light hearted audio tricks, this session will give you a chance to find out. Take advantage of this chance to spend time with the professionals, and you'll come away knowing how these sounds get created. You'll also have fun creating some incredible sounds of your own during this hands-on session. And please be advised, while some sounds created may be a bit gross, no one will get hurt while we're making them! Honest...